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receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and sending, to the second client terminal, the result of the at least one wager during game play.

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30. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a first client terminal, a purchase request for at least one wager;

means for determining the results of the at least one wager;

means for storing the results of the at least one wager;

means for receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager; and

means for sending the result of the at least one wager to the second client terminal during game play.

REMARKS

In the Final Office Action, the Examiner maintained the rejections of claims 1-34 under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent No. 5,871,398 to *Schneier et al.* (“*Schneier*”).

In response, Applicants file herewith a Request for Continued Examination under 35 U.S.C. § 132 in order to present claim amendments and new arguments. In particular, Applicants have amended claims 1, 10, 22, and 30 to more appropriately define the claimed

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subject matter. Furthermore, Applicants respectfully traverse the rejections of claims 1-34 because *Schneier* does not teach all the features recited in these claims.

Claims 1-34 were rejected under 35 U.S.C. § 102(b) as being anticipated by *Schneier*. As pointed out in MPEP § 2131, to anticipate a claim, the reference must teach every element of the claim. Applicants respectfully traverse these rejections because *Schneier* does not disclose each and every restriction of the claimed invention. Applicants accordingly request that the rejections under 35 U.S.C. § 102(b) be withdrawn.

In the present application, independent claims 1, 10, 22, 27, 30, and 31 require that the client terminal retrieve the result of a game from the server **during game play**. For example, claim 1 recites “receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager . . .” and “sending the results of the at least one wager to the second client terminal during game play.” Claims 10, 22, 27, 30, and 31 contain similar recitations.

Schneier does not disclose retrieving the result of a game from a server **during game play**. In the Final Office Action, the Examiner stated that “game play with respect to *Schneier* ‘398 is interpreted as operating the HTV to receive the R = AGAM.” 9/17/02 Final Office Action, p. 3. The Examiner further stated that “game outcomes are not sent to a client terminal until game play,” citing Figures 7 and 8 of the reference. However, the reference does not teach such feature.

Instead, the *Schneier* reference expressly teaches that game results are retrieved **before** game play. As shown in Figure 7 of *Schneier*, R=AGAM (game outcome) is communicated to the HTV (client terminal) **two steps before** “Play Game” occurs. Indeed, in the step **after**

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R=AGAM is communicated to the HTV, game play is “authorized,” implying that game play was not authorized and could not occur prior to this step. The *Schneier* specification further explains that “[t]he string R=AGAM is communicated to the HTV 20, and verified by the HTV 20 using cryptographic protocols. If verified, then SV is incremented and the number of outcomes/game authorizations represented by T₁ is updated and ready for play.” This statement clearly sets forth the order of steps in the *Schneier* process: the game outcome (R=AGAM) is sent to the HTV 20 (client terminal), then verified and, if verified, then the system is ready for play. As both the drawings and description make clear, after the game result R=AGAM is communicated to the client terminal HTV, other steps are taken (verifying R, incrementing SV) before the “ready for play” state is achieved.

Thus, the reference teaches that AGAM is sent to the client terminal **prior to** game play. *Schneier* explicitly teaches that game outcomes are sent **before** game play and does not teach that the client terminal retrieves the result of a game from the server **during game play** as required by independent claims 1, 10, 22, 27, 30, and 31. For at least this reason, the reference cannot anticipate claims 1, 10, 22, 27, 30, and 31 and Applicants respectfully request that the Examiner withdraw the rejection of these claims under 35 U.S.C. § 102(b).

Claims 8, 23, 26, 28, 29, 31, 33, and 34 state that game results are not sent to the client terminal **until game play**. For example, claim 23 recites “storing the results of the plurality of wagers without sending the results of the wagers to a client terminal until game play.” Claims 8, 26, 28, 29, 31, 33, and 34 contain similar recitations. *Schneier*, however, does not teach storing the results of the wagers without sending the results of the wagers to a client terminal **until game play**. Instead, in *Schneier*, the results of the games are sent to the client terminals **before** game

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play as discussed above. At least for this reason, Applicants respectfully request that the Examiner withdraw the rejections of claims 8, 23, 26, 28, 29, 33, and 34 under 35 U.S.C. § 102(b) in view of *Schneier* and allow these claims.

Moreover, claims 2-7, 9, 11-21, 24-25, and 32 are allowable at least because of their dependency on claims 1, 8, 10, 23, or 31, which are allowable for the reasons set forth above.

In view of the foregoing amendments and remarks, Applicants respectfully request reconsideration and reexamination of this application and the timely allowance of the pending claims.

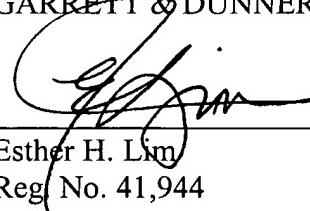
Please grant any extensions of time required to enter this response and charge any additional required fees to our deposit account 06-0916.

Respectfully submitted,

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APPENDIX TO PRELIMINARY AMENDMENT

1. (Twice Amended) A gaming method, comprising:
 - receiving, from a first client terminal, a purchase request for at least one wager;
 - determining the results of the at least one wager; and
 - storing the results of the at least one wager in a database;
 - receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager; and
 - sending the results of the at least one wager to the second client terminal during game play.
10. (Twice Amended) A gaming method, comprising:
 - receiving, from a first client terminal, a patron identifier identifying a patron;
 - receiving, from the first client terminal, a purchase request for at least one wager;
 - debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;
 - determining the result of the at least one wager;
 - storing the result of the at least one wager in a database;
 - receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and
 - sending, to the second client terminal, the result of the at least one wager during game play.

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22. (Twice Amended) A computer-readable medium containing instructions for causing a computer to perform a gaming method, comprising:

receiving, from a first client terminal, a patron identifier identifying a patron;

receiving, from the first client terminal, a purchase request for at least one wager;

debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining the result of the at least one wager;

storing the result of the at least one wager in a database;

receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and

sending, to the second client terminal, the result of the at least one wager during game play.

30. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a first client terminal, a purchase request for at least one wager;

means for determining the results of the at least one wager;

means for storing the results of the at least one wager;

means for receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager; and

means for sending the result of the at least one wager to the second client terminal during game play.